FIG. 1 (PRIOR ART)

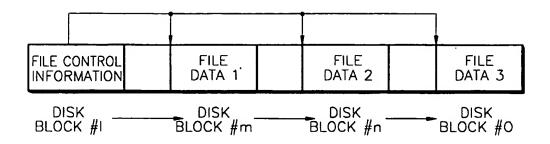
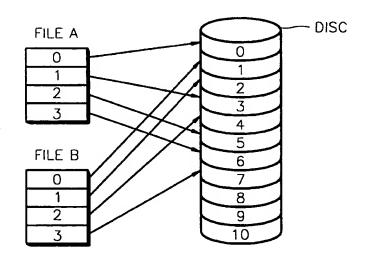


FIG. 2 (PRIOR ART)



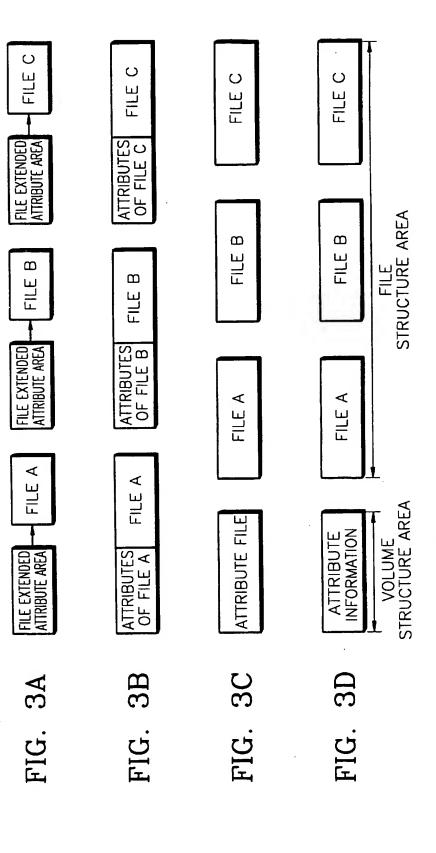


FIG. 4

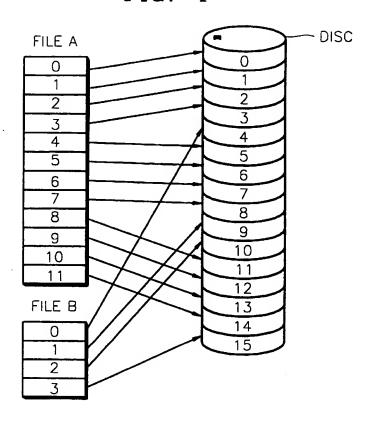


FIG. 6A

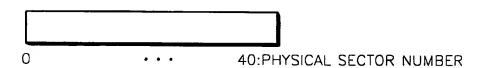
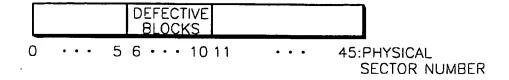


FIG. 6B



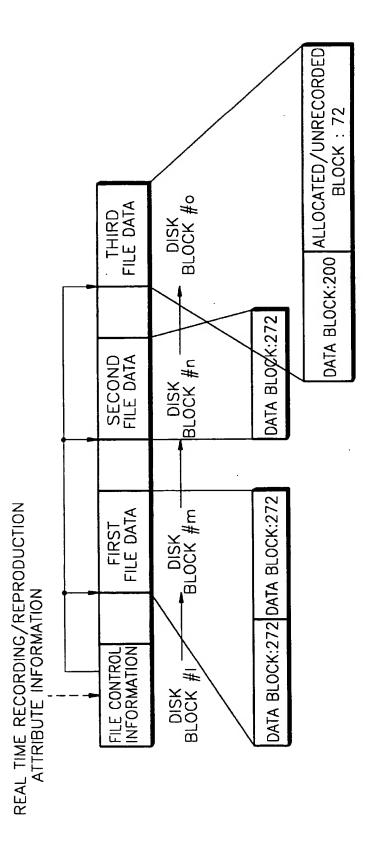
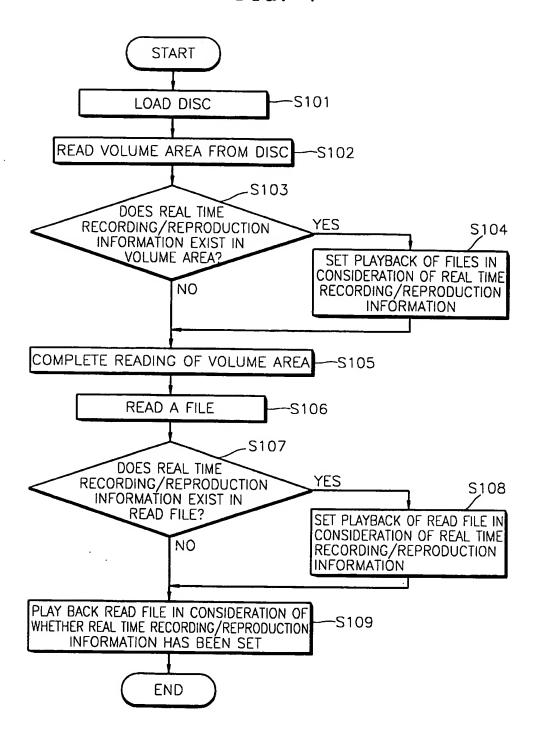


FIG. 7



-A/V SIGNAL USER INTERFACE CODEC CONTROLLER TRACK BUFFER FIG. 8 120 \ \ ECC. 140 160-

FIG. 9

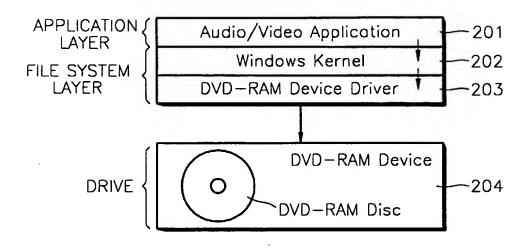


FIG. 10

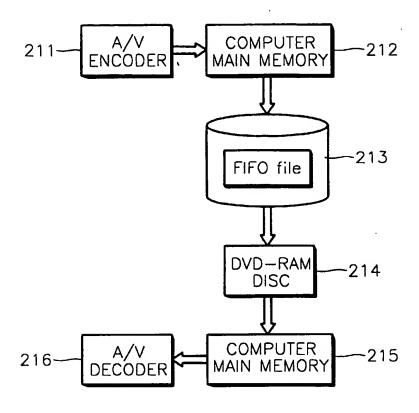
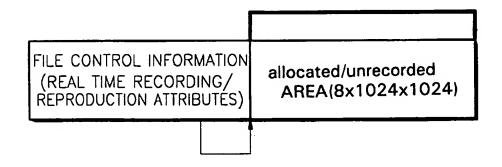


FIG. 11

SetFilePointer(FileHandle, 8x1024x1024, NULL, FILE_END) SetFileBitrate(FileHandle, bitrate)



			allocated/unrecorded
WriteFile(FileHandle, AV_Buffer 32x1024, & Written, NULL)	allocated/unrecorded AREA	4×1024, NULL, NULL) A/V DATA#2 B×1024×1024 – 32×1024) 24, & Written, NULL)	A/V DATA#2 (8x1024x1024-32x1024) (32x1024)
	FIG. 12A (REAL TIME RECORDING) (32×1024) (FIG. 124)	WriteFile(FileHandle, AV_Buffer 8x1024x1024, NULL, NULL) FILE CONTROL INFORMATION A/V DATA#1 A/V DATA#2 (REAL TIME RECORDING/ (32x1024) (8x1024x1024-32x1024) REPRODUCTION ATRIBUTES) WriteFile(FileHandle, AV_Buffer 32x1024, & Written, NULL)	FIG. 12C (REAL TIME RECORDING) (32×1024) (REPRODUCTION ATTRIBUTES)
	FIG. 1	FIG. 1	FIG. 1

A/V DATA#2 A/V DATA#2 DEFECTIVE A/V DATA#2 allocated/ (8x1024x1024-32x1024) (16x1024) BLOCK (16x1024) unrecorded

FIG. 12D (REAL TIME RECORDING) A/V DATA#1 (32×1024) REPRODUCTION ATTRIBUTES)

FIG. 13A

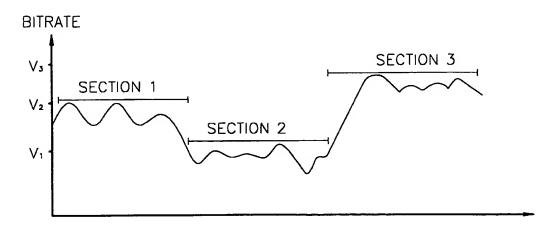


FIG. 13B

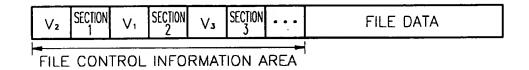


FIG. 13C

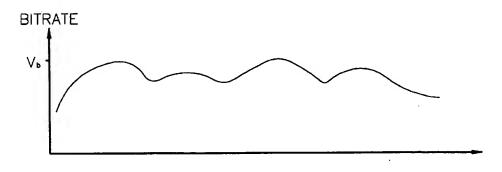


FIG. 13D

